

Let's Draw **MANGA**

漫画

YAOI



Botan Yamada

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LET'S DRAW MANGA **Drawing Yaoi**

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CONTENTS



| | |
|--|-----|
| • The World of Yaoi | 7 |
| • First, Let's Draw! | 13 |
| • Part 1: How to Draw Faces and Expressions..... | 23 |
| • Part 2: How to Draw Bodies..... | 43 |
| • Part 3: Costumes | 59 |
| • Part 4: How to Draw Scenes | 81 |
| • Part 5: Let's Draw Yaoi | 91 |
| • Part 6: Deeper into the World of Yaoi..... | 121 |



ABOUT THIS BOOK

What is "yaoi"? In short, it means "love between boys."

However, this definition is somewhat lacking. To be more specific, yaoi is about "love between boys as imagined by women" (though it isn't necessarily limited to women). In the end, yaoi is a "product of the imagination," a pure fantasy.

So what does it mean to imagine yaoi? Let's say you're riding the subway. Next to you are two cool-looking guys. Maybe your imagination starts to consider their relationship as being yaoi-esque. They look like friends, but maybe the guy on the right is in love with the guy on the left, and simply can't confess his feelings to him. Maybe the guy on the left is in love with him, too.

Maybe they're already in love with each other, and are on a date...!

Maybe they're secretly holding hands...! Or if not, maybe you wish they were! Etc, etc...

This is just one example of how you might imagine the yaoi world. There's no need to combine that fiction with reality. It doesn't matter if those two guys really love each other, or are just friends. Drifting away from the real world to imagine a beautiful love between two men—*that* is yaoi.

But just because it's imaginary doesn't mean it's impossible!

This book offers you basic knowledge and techniques to help you express your own beautiful world of yaoi, and if you have any reservations, it'll give you a little push forward.

We hope that you will find it useful in bringing at least part of your yaoi world to life.

Before we begin, a word of warning: yaoi manga and books are accepted and sold in many stores, but it is still a world many find difficult to understand. Share it with your friends...this is one way to enjoy yaoi. But please don't push it on those who don't like it. We don't want you to lose any of your close friends over it.

Having said that, your yaoi friends are like a precious stamp on your life. If you want to make more yaoi friends, by all means approach someone who seems interested. Maybe you can even use the content of this book, or even give them a copy...





Basic Knowledge of Yaoi Terms

Listed below are some terms used in the yaoi world, created by its fans. It's okay if you don't know them all yet. Once you're used to them, you'll be able to use them freely.

- **YAOI** — love between men. It comes from the Japanese phrase "*yama nashi, ochi nashi, imi nashi*" (no peak, no point, no meaning).
- **UKE** — in yaoi, the "passive" role. In terms of man or woman, the "woman" role.
- **SEME** — in yaoi, the "aggressor." In terms of man or woman, the "man" role.
- **A X B** — "A" and "B" represent the characters' names. You can tell which is the seme or uke depending on the order they're written in, where A is the "seme" and B is the "uke." This is an important point for some people, so be sure to write it correctly. In Japan there is a strong tendency to order them properly, but this isn't always the case in all countries.
- **COUPLING** — also written "CP." It refers to your preferred couple.
- **RIBA (rever)** — comes from the word "reversible." Refers to couples where the seme/uke roles are undecided, or are prone to change.



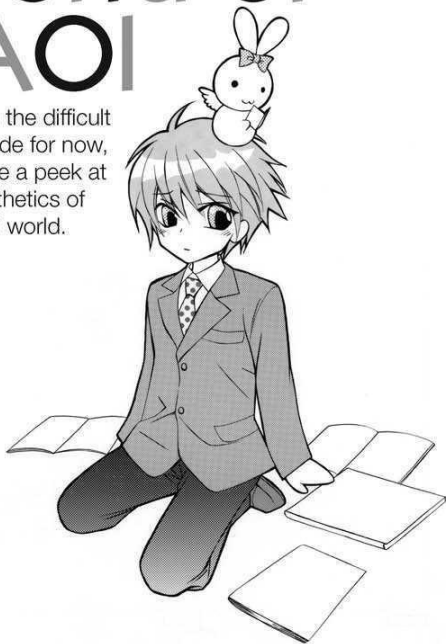


- MOE — male otaku use this word to describe a cute, two-dimensional character that is "so wonderful, it excites me!" Lately it is being used in the yaoi world as well.
- NAE — the opposite of the word above. It means "not at all exciting."
- GEKOKUJŌH ("lower slays higher") — when the partner with the weaker social position, or the younger partner, becomes the seme, and the partner with the stronger position, or the older partner, becomes the uke. The word comes from feudal times, where a samurai would kill his lord in order to gain power.
- SHOTA — refers to especially young boys in yaoi. It is a shortened form of "Shoutarou Complex," in reference to a boy in shorts who appeared in a certain anime.
- RYMAN — from "salary man." It refers to yaoi between Japanese salary men (business men).
- DOUJINSHI — self-published professional and amateur books. They're sold at comic conventions and such. More than half of women-oriented doujinshi are yaoi.



The World of YAOI

Leaving the difficult stuff aside for now, let's take a peek at the aesthetics of the yaoi world.















First, Let's Draw!

What should you draw
for it to be considered
yaoi manga?

Let us show you.



Introduction

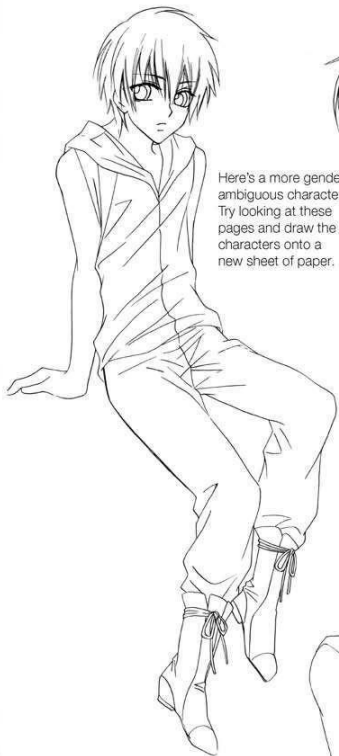
Let's start by drawing the main character.

Just use a pen and paper for now, and don't worry about the fine details. Draw him however you want to, with whatever personality or expression you like. If you don't know what kind of hair style or clothing to give him, you can always look through a fashion magazine, or imitate something worn by your favorite actor.

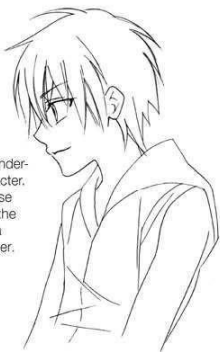


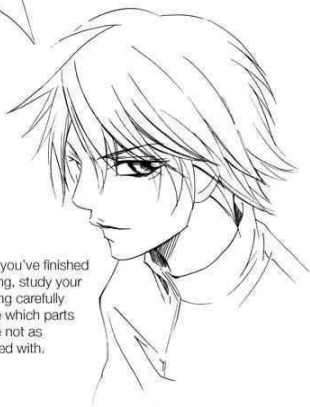
It's okay if you can't do it perfectly yet, so feel free to copy from this book. It's best if you use tracing paper thin enough that you can see the picture through it.





Here's a more gender-ambiguous character. Try looking at these pages and draw the characters onto a new sheet of paper.





Once you've finished copying, study your drawing carefully to see which parts you're not as satisfied with.









Copy it carefully, and don't give up! You're sure to see something you can improve on.

Let's Draw Female Characters, too



WOMAN

Though it depends on the situation, 99% of supporting female characters in yaoi are meant to accentuate the masculine characteristics of the main character. Let's try drawing some.



MAN

Stress the joints. You can make the hand more "womanly" by thinning the fingers.



- The shoulders should be more sloped, and less broad than a man's.
- The indentation of the waist should be a little higher than on a man, with more volume in the hips.

Overall, the body lines and contours should be more rounded, and the eyebrows should be thin to make her appear more feminine.

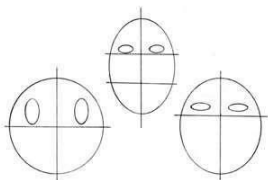


How to Draw Faces and Expressions

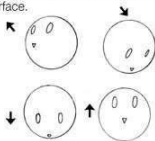


Chapter 1

Outlines



Try drawing the eyes and mouth, being conscious of how they relate to each other on a round surface.



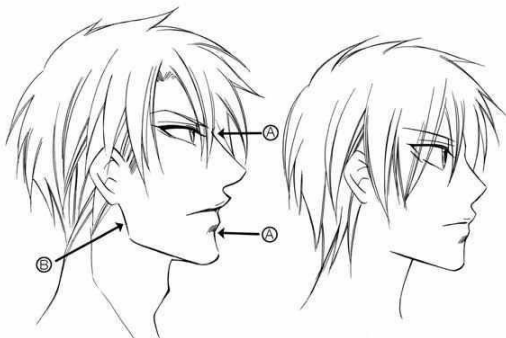
Human faces are rounded. When starting with a rough sketch, draw a circle. If your character has a long face, draw a longer, oval shape.

With a long, oval outline and high cheek bones, the face appears more adult-like.



Conversely, a rounded face and low cheekbones make the face appear younger.

HINT!



To portray the depth of the face, create the "A" dent in the brow, and deepen the "A" dent below the lower lip (just above the chin). Connecting the line of the jaw "B" to the ear also makes the jaw appear more angular, and thus more masculine.

Experiment with the balance to find one you like.

The position of the ear should be between that of the eye and nose.

Thinning the jaw gives the face a more delicate feeling.



Pointers for Drawing Different Facial Directions

When facing to the side (and up), the positions of the eyes and nose are closer together. The jaw becomes more broad. The head becomes smaller, and the ears are lowered.



Sphere parameters (use this as a guide to judge the position of the features, and to keep the balance)



When facing to the side (and down), the chin becomes more narrow. The ears are raised, and the head is bigger.



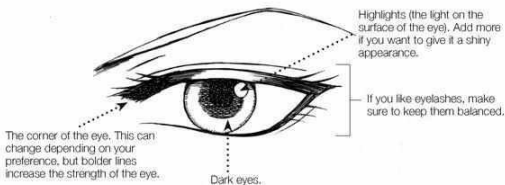
When facing forward (and up), the corners of the eyes are lower. The chin is more broad. The head is smaller, and the ears are lower



When facing forward (and down), the chin is more narrow. The head is bigger, and the ears are higher.

How to Draw Eyes

There are thousands of different ways to draw eyes, so take a look at this page and develop a method you like the best.



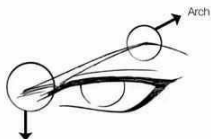
Even two pairs of eyes that are the same can give a different impression depending on the angle of the eyebrows.

A straight eyebrow will give the eye a boyish look.

By connecting the eyebrow to the inner corner of the eye, you can express greater depth and a more menacing expression.



If you create an arch in the eyebrow, it will look more adult-like. Try experimenting with the positions of the eyes and eyebrows.



This spot is important (where the eye and eyebrow meet).



The basic shape for an eye in profile is a triangle. When the eye is squinted, the area shortens to half.



★Keep in mind that the surface of the eye is circular while you draw.

How the interior of the eye is drawn depends on the artist, but in yaoi manga the tendency is to "carefully draw the inside of the eye to emphasize greater expression." In other words, it's best if you treat the eye as a source of strength, and as a vehicle of expression for the character.

Ideally, you should give the eye a look you find coolest (or cutest).



How to Draw Noses

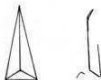
The nose is very important in giving the face a three-dimensional look. Try drawing the basic examples shown below to get an understanding of the different angles.



From the side

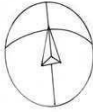
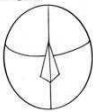
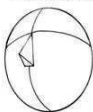


From straight on



From straight on
and below

The position of the nose changes depending on the angle. Let's learn how the nose looks at different angles.



Sphere parameters: let's look at the face as if it were a ball.



For a younger character, the angle of the nose is slightly more severe, so try drawing it a little smaller.





How to Draw Mouths

The mouth, along with the eyes, is an important part of depicting any expression. Enjoy experimenting with different facial expressions by changing the shape of the mouth.



Closed mouth



Teeth clenched



Laughing



Shouting

Coloring this part black will give it a feeling of depth.



Smiling



Closed



Bitter...

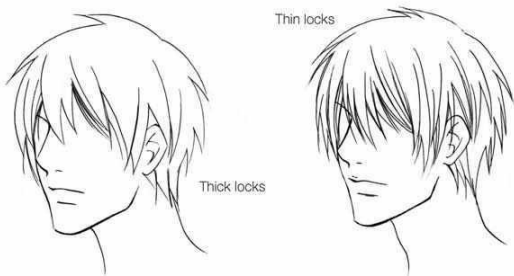


Surprised...



Hairstyles

In the world of yaoi, which is so much about looking good, it's sometimes difficult to differentiate between characters. That's why it's typical to use different hairstyles to tell them apart. It's best to use a large variety of styles: from cool, to cute, to pretty. Let's take a closer look at these three points.



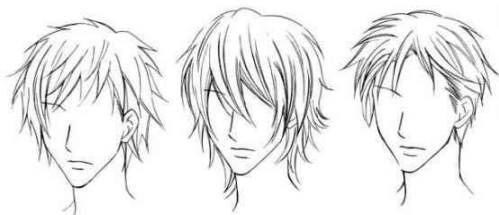
Since you can't draw each strand individually, draw locks of hair. Collecting the ends of the hair together will make it look neater. Be conscious of the flow of the hair and how it will look at the back of the head as you draw.



First start with a bald outline before drawing the hair, so that you can keep the balance of the head.



When drawing short hair, it helps stylistically to draw appropriate sideburns.



Men's hair catalogs show a lot of popular styles, so it's not unusual for yaoi manga artists to buy new issues every season.



Add lines to represent light in order to make the hair look blond.

The flow of the hair is especially important when dealing with long hair.



Personally, I try to draw hair that doesn't cover up the eyes, but there are some artists who don't worry about that as much. Either way, it's best not to completely cover up the eye with hair (unless that's the kind of character he is...).

Portraying Emotion Through Expression

You can divide emotional expressions into 4 basic categories: "happy," "angry," "sad," and "having fun."



Happy

A quiet, happy expression. The telling point is the upward curve in the corners of the mouth. By thickening the upper and lower eyelid to sharpen the eye, it'll give the impression that he's smiling, too.





Angry

By arching the brow, the white of the eye appears wider.

You can portray an even greater degree of anger by adding wrinkles in the brow, or by making the hair look messier.

You can close the mouth and angle it downward, but as long as the eyes and eyebrows are depicted correctly, he'll still look mad even if you give him a smiling mouth.





Sad

Sad or suffering faces. The important feature here is the eyebrow. As long as the eyebrow is angled downward, he'll look sad. You can make him look even sadder by lowering the angle of the mouth or by slanting the eyes.





Having Fun

Try to make him look like he's enjoying himself rather than simply being "happy." By making the mouth big and not slanting the eyebrows, you can make it look like he's laughing out loud.



Other Expressions

Surprised, Impatient

Draw the white of the eye larger, the pupil smaller, and be sure not to connect the iris to the upper eyelid. Be careful not to unbalance the face when doing so.

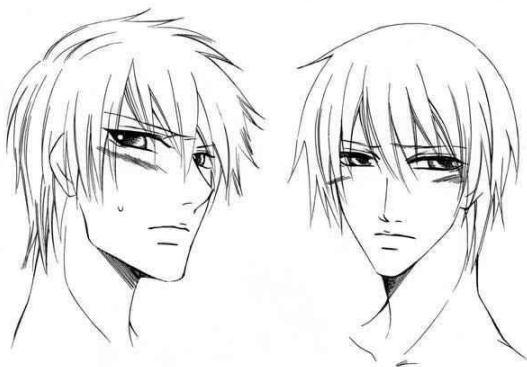


Shy

Knit the brows together to give them a slight, downward appearance. Add blush lines on the cheeks. "Shy" is a delicate expression. It's a good idea to study your own face in the mirror as you draw.



Add some extra oblique lines below the eye to strengthen the "shy" look.



Enduring

Knit the brows together, and opt between a straight line or clenched teeth for the mouth. Be careful of the position of the eye relative to the eyebrows. Typically, the eyes should be closed, but you can try having them slightly open as well.



Adding just a bit of sweat is very effective in emphasizing the look.



Vacant, Entranced

Rather than simply being without expression, the "vacant" face is actually closer to being "sad." Open the mouth just a little. This expression is also similar to the "shy" one, but you can see the difference in the parted lips.



The Face, in Conclusion

It's not an exaggeration to say that the face is the life behind yaoi manga.

Because of that, it's vital that you practice sketching them. You can draw a cool-looking character, but if the basics aren't right, he won't be beautiful. Please put your heart into your designs. If you flip your sketch around and look at it from the other side of the paper, you can often tell if something is off.

That being said, a face is nothing without a body. Let's continue to the next section, which explains how to draw bodies.



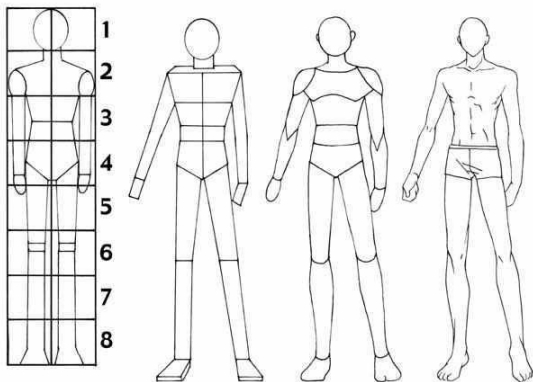
How to Draw Bodies



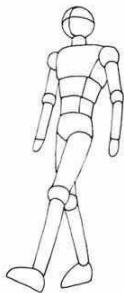
Chapter 2



Body Shape



For bodies, think of them at first as a series of boxes and from there, start to make them look more "human-like." Here, boxes are measured in terms of the length of the head. For a yaoi manga character, the standard is 7 to 9 boxes. Shown above is an 8 box model.



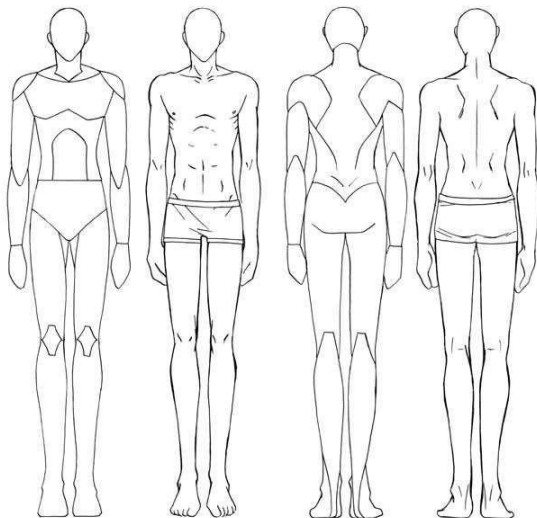
Pictured on the left is a human figure modeled after a robot.

The head and joints should be circles, the arms and legs cylinders, and the rest of the body rounded, inverted triangles.

It looks very rough, but these are just the basics.

Drawing this basic shape first and then adding musculature is easier than just drawing a body from scratch.

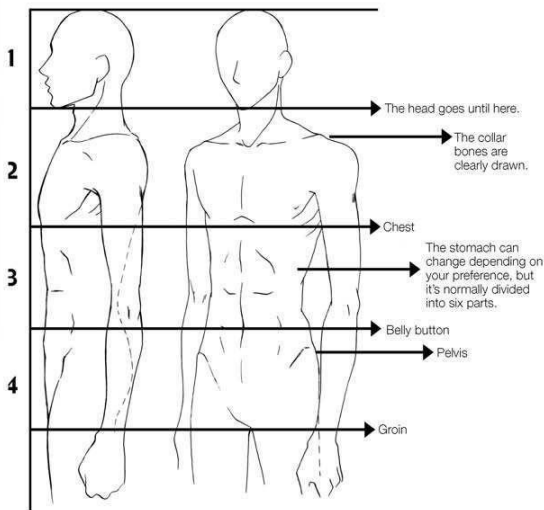
Simple Musculature



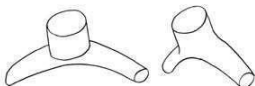
On the left is a simple model outline. To the right is a basic drawing of muscle and bone lines. The balance and size are different for each person, so your character doesn't have to look exactly like the models pictured above.

Upper Half

In an 8 block model, the first four blocks make up the upper half.

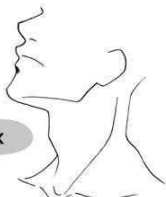


Around the Neck



It takes the shape of a tetrapod, or a clothes hanger.

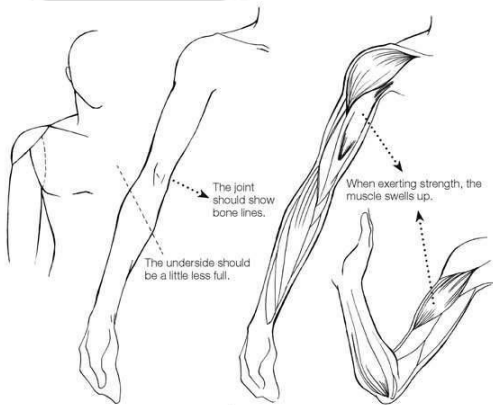
Neck



Thickening the neck makes the body appear tougher overall. Also, an exaggerated Adam's apple makes it look more masculine.



Arms



The joint should show bone lines.

The underside should be a little less full.

When exerting strength, the muscle swells up.

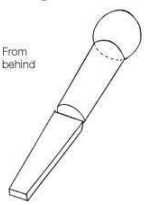
No matter how much you bend the elbow, the wrist should never touch the rest of the arm.



When seen from behind, it only looks like they touch.



From behind



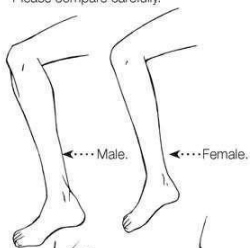
Think of the arm as being made up of a ball, a cylinder, and a board.

Leg – Top

A man's calf is a mix of thick and thin, and the bones are clearly defined. Please compare carefully.

Even if the legs are the same length, a higher knee will make the leg look longer overall.

Position of the knee



Bone

Bone

The bulge should be fairly high.

The bulge should be fairly high.

The ankle bones should be below the muscle.

The ankle bones should be below the muscle.





(Female)



Men also have hips, though theirs don't have quite as much volume. For a woman, the line from waist to hip should be sloped. For a man, the line should be more angular.



(Female)

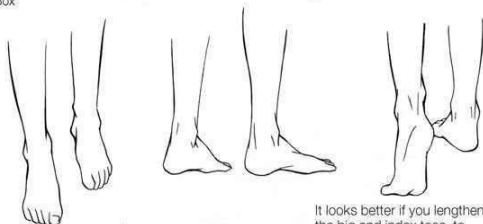
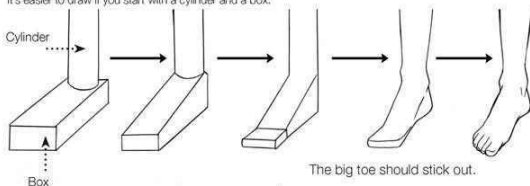


When looking from the side, the man's hips should not reach the outside line of the calf.

Feet

The foot is hard to draw because of its complicated shape, so let us introduce you to an easier way of doing it.

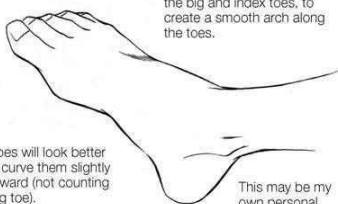
It's easier to draw if you start with a cylinder and a box.



It looks better if you lengthen the big and index toes, to create a smooth arch along the toes.



The toes will look better if you curve them slightly downward (not counting the big toe).

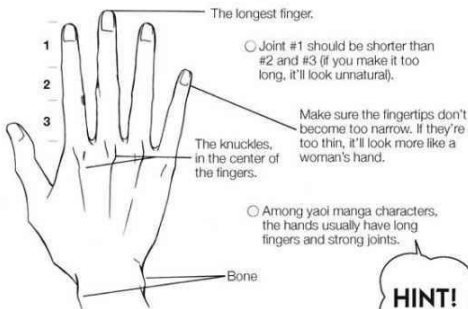


This may be my own personal preference, but... They say a man's foot is thicker and more broad than a woman's, but I think that employing the masculine bone structure actually makes the toes prettier.

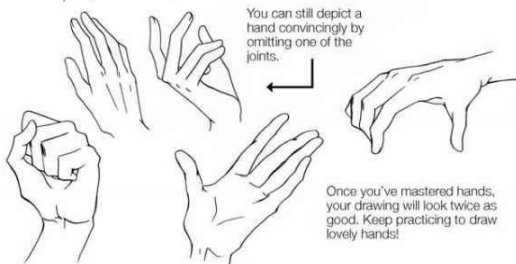
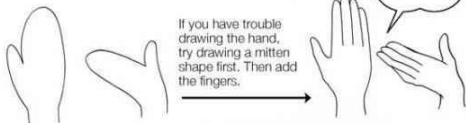


Hands

Because the hands are even more complicated than the feet, they're often said to be the most difficult part of drawing. Challenge yourself by carefully observing the different shapes.

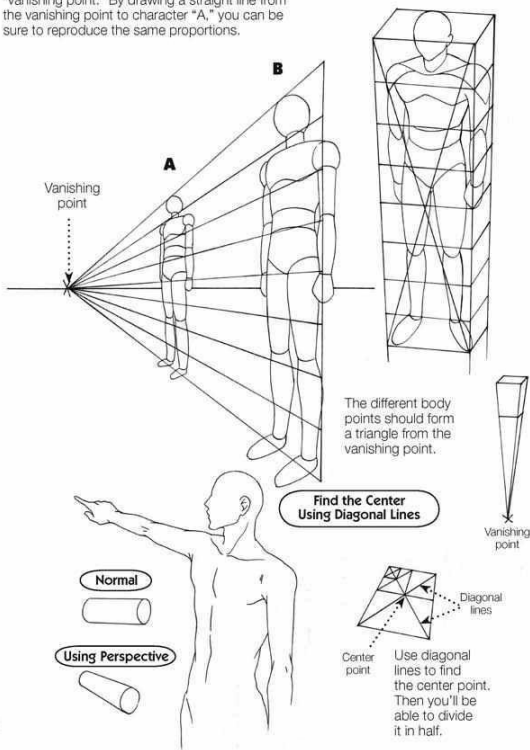


HINT!



Using Perspective

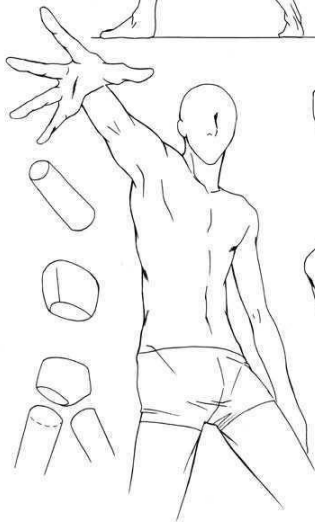
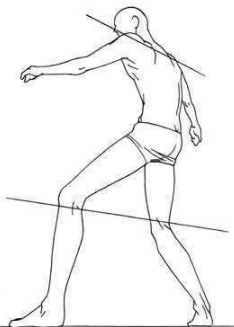
When characters "A" and "B" are the same size but set apart at different distances, create a "vanishing point." By drawing a straight line from the vanishing point to character "A," you can be sure to reproduce the same proportions.





When drawing, it's easiest if you have a model as a reference, but there are times when you'll have to draw from imagination alone. When that happens, remember these three points to create your image on paper:

- ☐ Perspective
- ☐ Think of the body in 3-D.
- ☐ Think of where the muscles and the bones belong.



Let's take a closer look at body shape. Because we're drawing yaoi, let's use a slender body with clearly defined musculature as an example.

A Slender Body



It should have smooth body lines, carefully balanced like a taut rubber band.



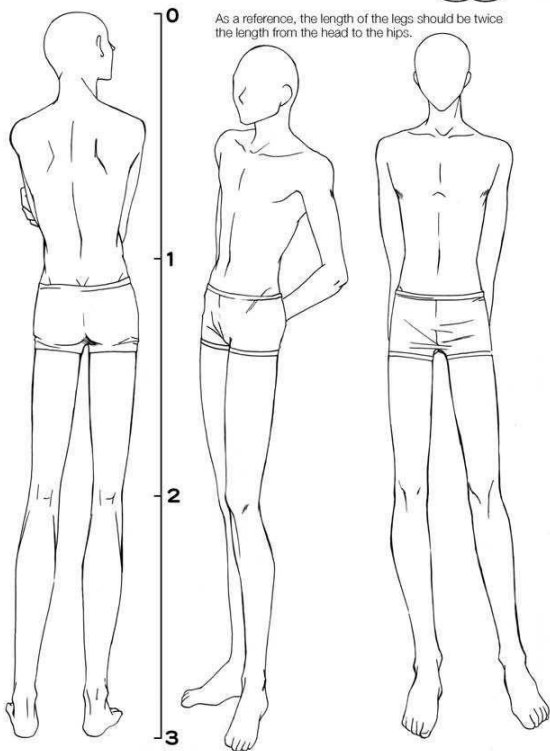


A Slender Body

It should be on the small side, composed of inverted triangles, and thin circles for the shoulders. The length of the legs is an important point, so draw them long.

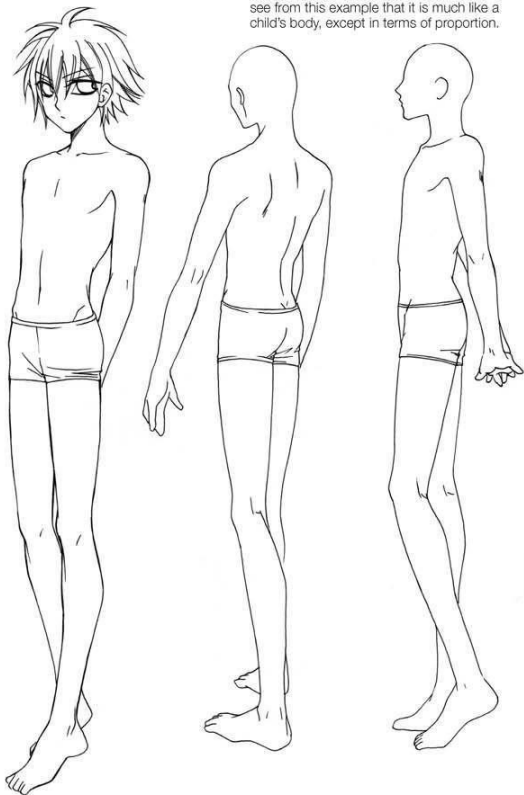


As a reference, the length of the legs should be twice the length from the head to the hips.



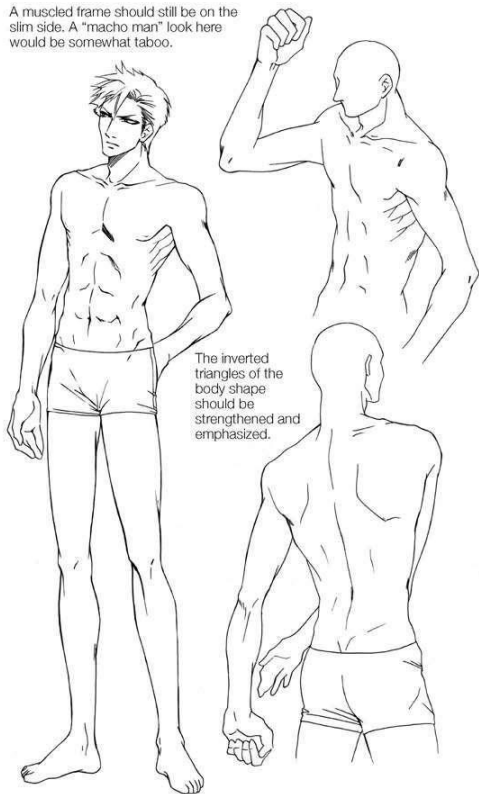
A Slender Body

Let's look at an even more slender body. It doesn't possess much strength, thus there are hardly any muscle lines drawn in. You can see from this example that it is much like a child's body, except in terms of proportion.



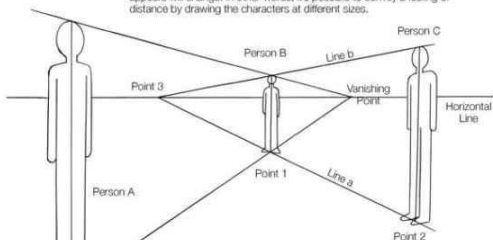
A Muscular Body

A muscled frame should still be on the slim side. A "macho man" look here would be somewhat taboo.



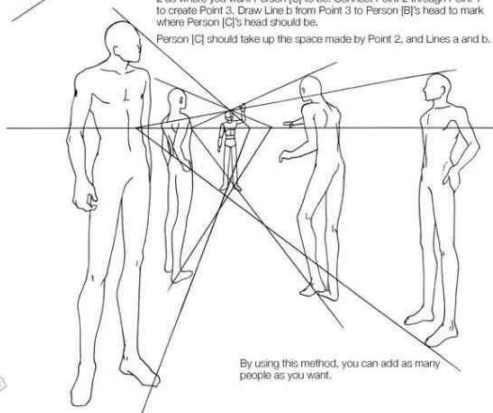
Let's Draw Several People Using Perspective

Depending on the shape and distance, the size at which the character appears will change. In other words, it's possible to convey a feeling of distance by drawing the characters at different sizes.



Draw a horizontal line, with Person [A] along it at whichever size you prefer. Pick a spot along the horizontal line to be the vanishing point, and connect it to person [A] at the feet and head. Draw Person [B] within the lines made by Person [A], designating where he stands as Point 1. Then, mark Point 2 as where you want Person [C] to be. Connect Point 2 through Point 1 to create Point 3. Draw Line b from Point 3 to Person [B]'s head to mark where Person [C]'s head should be.

Person [C] should take up the space made by Point 2, and Lines a and b.



By using this method, you can add as many people as you want.

Costumes



Chapter 3



T-Shirts and Jeans

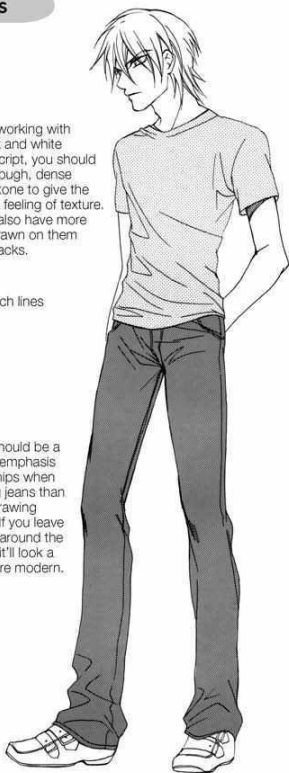


When working with a black and white manuscript, you should use a rough, dense screentone to give the jeans a feeling of texture. Jeans also have more lines drawn on them than slacks.

Stitch lines



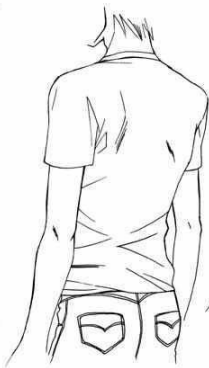
There should be a greater emphasis on the hips when drawing jeans than when drawing slacks. If you leave it loose around the ankles, it'll look a little more modern.





★Let's use wrinkles to display body shape!

Take a look at wrinkles and how they appear in different drawings.



A normal t-shirt with a rounded collar will cover up the collar bones.

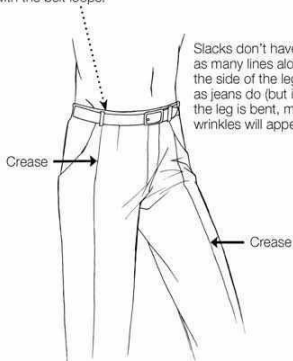
A v-neck shirt will show more of the chest area than a t-shirt, so that you can see the collar bones. You should draw wrinkles only in areas of concentration, not over the entire thing.

Because men don't have breasts, you shouldn't draw many wrinkles over the chest.



Suits

The wrinkles on slacks should be less emphasized than they were with jeans. Unlike jeans, slacks have creases instead of stitch lines. Make sure the creases match up with the belt loops.

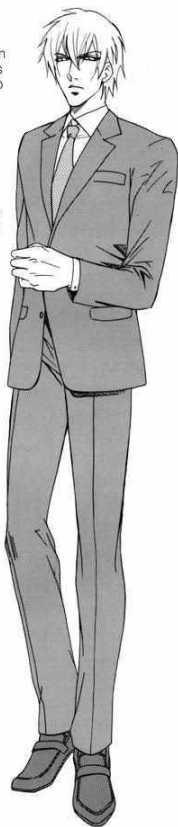


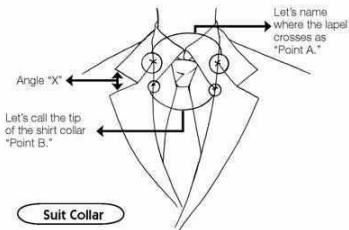
Slacks don't have as many lines along the side of the leg as jeans do (but if the leg is bent, more wrinkles will appear).



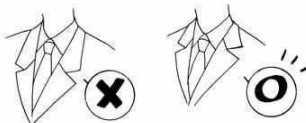
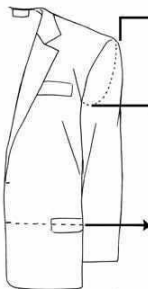
The hips shouldn't be accentuated. Use lines slanting downward to represent wrinkles.

In the past, slacks always had high waists, but lately low-rise slacks have started coming into fashion.





*Point A is almost never below Point B.
 (There may be some designer suits that are different)
 As long as you remember the positioning of these points and Angle X, it'll look like a convincing suit lapel.
 Otherwise...

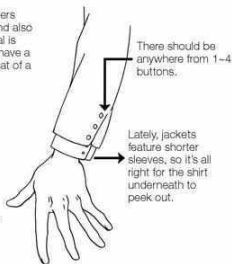
**Shoulder**

Because the shoulders might have pads; and also because the material is thick, a suit should have a stiffer sleeve than that of a t-shirt.

The hole for the sleeve is smaller in a suit than in other garments, which makes it harder to move in.

The pocket flap should be on the same level as the last button on the suit.

The chest and side should be wider when wearing a suit than when wearing other outfits.

**Sleeves**

Let's Try Drawing Some Typical Poses.



THICK



THIN

The knot of the necktie can be thick or thin depending on the style. The silhouette of the suit can differ as well, so be sure to check recent magazines, etc, for reference.

If you're drawing an especially cool, popular character, you may want to memorize popular suit types and shapes.





There should be one interior pocket on the left, though what goes in it is up to you.

The lining (should be a shiny material)

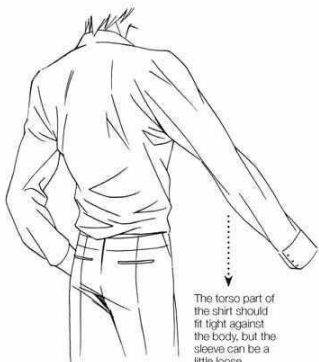


Extending the arm pulls on the side of the suit, creating wrinkles.

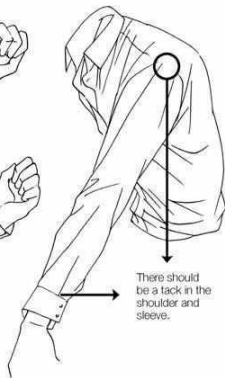


Shirts

Shirts will have more wrinkles than jackets



The torso part of the shirt should fit tight against the body, but the sleeve can be a little loose.



There should be a tack in the shoulder and sleeve.





Fashion magazines will have all kinds of cool poses in them, but you hardly find any that show guys in suits that are less composed. If at any time you're not sure what the wrinkles should look like, try finding pictures of someone in a suit in various poses. And if you can't...? Put on a jacket yourself and pose in front of a mirror. The body shape will be different than a man's, but it should at least make the directionality of the wrinkles easier to understand.

To be honest, drawing suits is difficult! To draw them normally is hard enough, but to make them look cool takes a lot of practice...

Suits are a practical garment, so their structure doesn't differ much—you'll realize this as you draw more.

Of course you should employ a suit style that fits your taste, but if you overdo it, it won't look like a suit anymore, so be careful.

Once you master the suit, you'll have greater variation in your costume design! The suit is an important asset, especially in yaoi manga. Good luck!

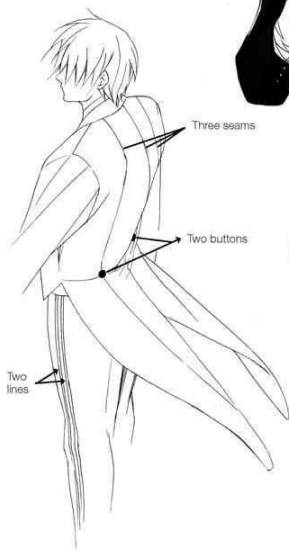




Formal Wear

When it comes to evening wear, it's natural to think of a tailcoat as being similar to a suit coat, but as you can see, the lapel, the cut, and the design are different. Instead of a neck tie, there's a white bow tie, and the shirt has a winged collar. The slacks should have a high waist and include a cummerbund.

(In the case of a tuxedo, there are no tailcoats, the bow tie should be black instead of white, and the slacks should have one line along the length of the leg instead of two.)



Blazer (uniform)

A student blazer should be drawn similar to a suit jacket, but there are ways to make it more uniform-like, as listed below.

- Make the jacket and slacks a different color.
- Make the necktie smaller.
- Make it look sloppy.
- Add a vest.



You can differentiate characters by the way they wear the outfit.



DON'T FORGET THE TACK IN THE SHOULDER, EVEN ON A SHORT-SLEEVED SHIRT.



Gakuran*

*slang for a boy's school uniform

Unfortunately, the number of schools that use this kind of student uniform is decreasing. However, as a costume used in yaoi manga, the *gakuran* is as commonly used as the suit is. Let's take a look at the shape.

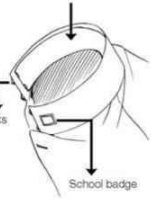


Standard *gakuran* style.
A serious student.



Stand-up collar

The collar is reinforced.



Hooks

School badge

Aside from the differences noted in the collar, the rest of the outfit is drawn similar to a suit. Again, you can portray a character's personality through how they wear the uniform.



Some examples of the "gakuran" worn differently.



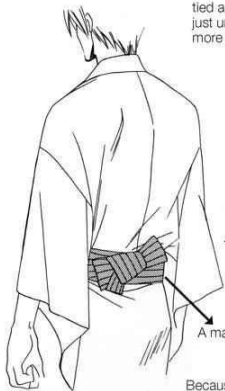


Kimono

Let's take a closer look at Japan's traditional wear, the kimono.



The *obi* is tied differently for men and women—it is much lower on a man, as it is tied around the waist (for a woman, it is tied just under the chest). A woman's kimono has more open space at the neck and back.



How to Tie an *Obi*

Waistband



A man's stiff *obi*



Because the lower part of a kimono consists of two sections folded over one another, you won't be able to see the man's bare legs unless he opens them pretty wide.

It looks more kimono-like if drawn with a low, sloping shoulder.

HINT!



Hakama

Worn on top of the kimono.

FRONT



BACK



Seen from the side, the *hakama* is almost half-open, so you can see the kimono underneath.

Wearing a *hakama* over a kimono looks more formal, because it means being unable to see the man's bare legs no matter how he positions them. There are times when women wear *hakama* as well.



Famously, the kimono functions as an erotic costume when worn sloppily. It shows up often in yaoi manga.



Fantasy Style

You can pull drawing techniques from a variety of places to create a "fantasy" look. For example, the picture below was drawn using a jeans look. The pictures to the right were done using a kimono and a *gakuran*. The wings were done by referencing an encyclopedia of birds.

It's also a good idea to reference movies and history books. When doing drawings like this, you can really bring them to life by studying the different things around you.



You can arrange
different cultural
costumes as well.



In fantasy, your own aesthetic
is more important than just
technique alone. Challenge
your imagination.

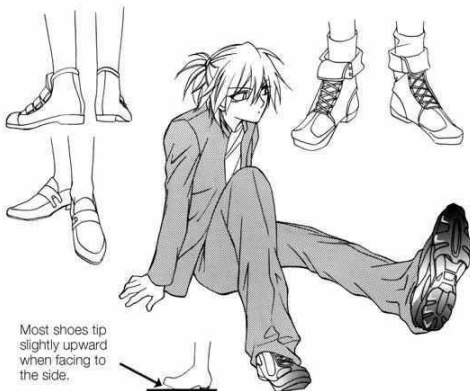
Shoes

Let's look at the detail of shoes.

Leather Shoes

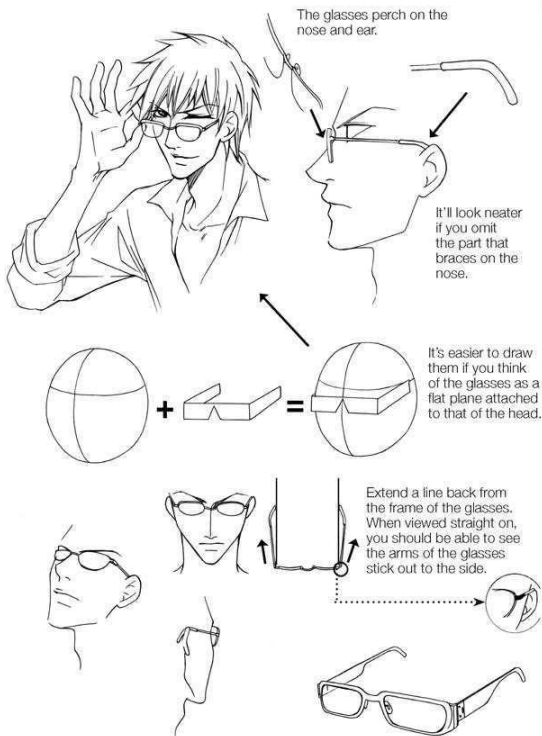


Tennis Shoes

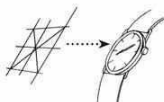
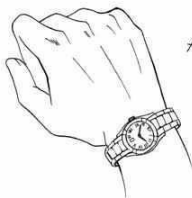


Most shoes tip slightly upward when facing to the side.

Glasses



Accessories



When doing a circle, you can help keep the proper perspective by drawing within four corners.



Digital



Leather band

If you draw tough-looking rings and chains, it'll make the character appear more manly.



How to Draw Scenes

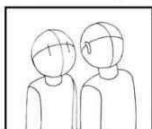


Chapter 4

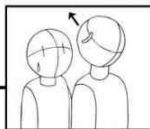
Gazing at Each Other



It's important for their gazes to meet each other, but it's even more important that the crosses on their faces do, too. This way, they'll really appear to be looking at each other.



Because one of them is viewed from behind, you can't match up their line of their eyes, but you can still match up the face lines.



If you completely mismatch the face lines, it won't look like they're facing each other at all.



Draw the two characters and "glue" them together. If you also draw the parts of their bodies that you can't see, you'll have a better idea of where each hand goes. Whenever I do a composition of two people, I usually use a light box.

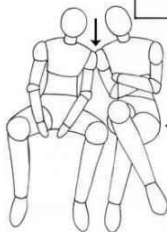
HINT!

Embracing from Behind



Just like when embracing face-to-face, you should also draw out the parts you can't see. Men have longer arms than women, so even if the one doing the hugging is smaller, his arms will still reach.

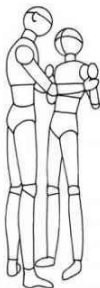




As long as there isn't a great size difference between them, the head of the person sitting on top will be higher than the one on the bottom—they won't be on the same level.

By making the shoulders of two people sitting together touch, it gives them a sense of familiarity.

Pushed Against a Wall

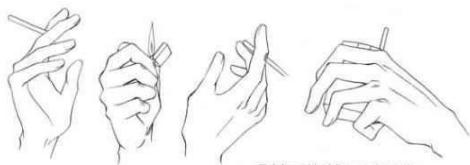
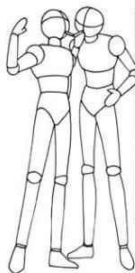


If you bend the arm and have the elbows resting on the wall, it shortens the distance between the two people. It also appears friendlier.

By extending the arms, it appears more violent.

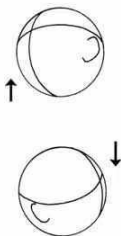


Lighting Cigarettes



○A hand holding a cigarette

A Kiss Scene



A kiss scene is about matching a face looking upwards with a face looking downwards. In a lip-to-lip kiss, one of them has to tilt their head so their noses don't hit.



By tilting the head, it changes the angle at which the lips meet. It also looks less awkward, no?

○ If you don't tilt one...



○ If you do tilt one...





In cases where both guys are looking up, make one tilt his head just a little higher than the other.

When sketching, it's all right to draw in the hidden portions as well.

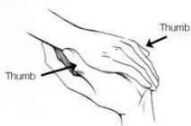
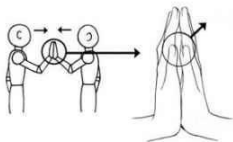


Kissing Other Than on the Lips



When opposing hands are meeting, the position of the thumbs should be the same, but otherwise (like in the picture above), the thumbs should be positioned opposite each other.

If the palms are facing each other, like in this picture...



Let's Draw Yaoi



Chapter 5



Drawing a Yaoi Manga

Even though it's yaoi, a manga is still a manga. The process is fundamentally the same as any other manga.

The Basic Steps to Making a Manga

- 1: PLOT— think of the script and other ideas.
↓
- 2: "NAME" (PLANNING)— the rough draft. This is where you decide frame division and composition.
↓
- 3: FIRST DRAFT— drawing the manga out on manuscript paper.
↓
- 4: INKING— add pen on top of your first draft.
↓
- 5: ERASING— erase the pencil lines from earlier.
↓
- 6: FINISHING TOUCHES— add color, tones, white-out, etc.
↓
- FINISHED!

Though it seems troublesome, the steps mentioned above are really the easiest way to go about it. Most manga that you read in magazines are done this way.

Serialized professionals sometimes omit parts of the process. For example, some will only draw basic outlines on the first draft. However, all of them follow at least one of these steps. There are a few that leave inking and everything that comes afterward to an assistant.

There are some people that really enjoy Step 1, and skip Step 2 to go right to drawing on manuscript paper. There are some that only draw in pencil and never do inking. In my opinion, what's most important in a manga is its energy, so the rest is really up to the artist.

But it's also important to make a finished product...

In any case, having a solid foundation makes the rest of the work easier, so this next section will follow the steps mentioned above.





First off, use your imagination.

Imagine what kind of manga you want to draw. This is the work that comes before forming the plot. Because this part can be done in your head as well as on paper, it has been omitted from the steps featured to the left. Try to imagine what kind of characters you want to draw, what you like, what kind of story you want to tell, what kind of scenes you'd like to see, what kind of lines they should say, and other such ideas.

Of those, take the parts you think you can use and shape them into the "plot."

It's also a good idea to doodle to help solidify your concept.



1. Plot

Once you have a concept of what you want to draw, write out your character and story ideas on ordinary paper. The point is to embody your ideas. There are some people that prefer word processors because it's faster than writing it out by hand. If you do a good job here, it'll make the next step that much easier.

Below is a sample plot.

The Place— a present-day academy

The Set-up— high school students who have been friends since childhood

Main Character A is in love with his childhood friend, B, but because they're both men, he hasn't confessed his feelings

They make it into the same high school, and because they live right next door to each other and get along so well, a joke spreads through the school that they "should date." B insists to their classmates that "we're not like that—we're just good friends," which upsets A. But A doesn't want B to find out about his feelings, because he fears it'll make B hate him, so he does his best to act normally. However, he knows he can't hide his feelings that well, and as he feels himself approaching his limit, he decides to stay away from B entirely.

B doesn't understand, and A of course can't tell him why. B gets angry with A because he's being avoided for no reason. Up until then, A has never seen B angry before, and decides that if he's going to be hated either way, he might as well tell the truth. He confesses his feelings.

A thinks everything is over, but the truth turns out to be that B feels the same way. He only said those things to their classmates because "I didn't want you to hate me," which was just what A was thinking.

They decide to "just let the rumors stand, since they're not just rumors anymore" and have a happy ending.

It's a pretty common story, but it's just an example, so please forgive me...

Some people would be more specific in writing out their plot. Some would make it even more simple. It depends on the person. But you should at least come up with the "climax," in the sample above, the climax is the underlined portion.

In other words, the climax is "the point that the story has been progressing towards," in this case, the point where the characters reveal their feelings to each other.

Without this, the story becomes flat. The climax usually comes some time after the middle of the story.

By coming this far, you'll also get a clearer image of the characters.

"It's all right to make the characters first and then work on the plot. Start with the part that's easiest for you."

Decide on Characters

The important part of creating a main character is to consider: "Will the readers like (be able to empathize with) this character?" Even if he has something of a poor personality, if there's a part of him that the reader can identify with, he'll become likeable.

It's also given that yaoi manga characters be good looking.



First, we'll talk about Main Character A.

There are many cases in which the "uke" is the main character (though there are cases where he isn't, like in a "reversal" story, or one in which the seme/uke isn't decided). The reason for this is because most yaoi readers are female, and it's easier for them to empathize with the "uke," who usually has feminine characteristics.

Of course, this doesn't mean you should not have a "seme" as the main character. Choose according to your preference.

For now, we'll make things easy and call Main Character A the "uke."

Main Character A

Year in school—high school freshman

Personality—on the outside he's bright and energetic, but he can't seem to take a single step forward when it comes to love.

It's convenient to try out some different facial expressions ahead of time.



Let's continue on to work out the "Second Main Character" role, in a way that is typical of yaoi manga. Since the main character is the uke, B naturally becomes the seme to make them a pair.

Name- B

Year in school- high school freshman

Personality- the honor student type

Height- 183 cm

The seme character usually has certain traits:

1. **Taller than the uke**
2. **A longer face**
3. **Drawn longer in general**
4. **Likes the uke more than anyone (it's okay if this is only revealed at the end)**

There are some people who say "I like a shorter seme!" But remember, these are only generalities, so you can draw whatever kind of character you want. After all, you might not be able to bring yourself to finish if you're not drawing what you want...

However, don't stray too much from 1-4.

Here are some other common traits:

- Popular with women
- Has good reflexes
- Is rich
- Is strong
- Is smart
- Is open-minded

You see a lot of rich seme/poor uke couples in yaoi manga. With students, it becomes "he comes from a rich family" or "he has a promising future." You don't really see as many of these traits when dealing with the uke. The seme sure has it rough... (laugh)



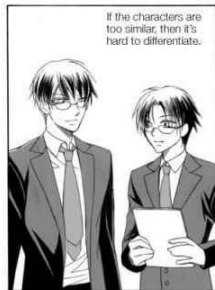
Because the couple in the story will be around each other a lot, be sure to draw them with parts that contrast. Since they're both guys, if you draw them with the same colors, you lose impact, and it may destroy the characters. The opposite can also be said, but you should be able to find your own balance.



(For example)
A quiet guy and
a bright guy.



Or, they're both delinquents, but
one is "cool" and the other "hot-
headed."



If the characters are
too similar, then it's
hard to differentiate.



When working with twins, you
can change one of their
personalities.

Supporting Roles

Supporting characters only have one role: to "support the main character." Since you don't have to worry as much about the reader liking them, you can draw them more freely than the main characters.





2. "Name" (Planning)

Draw out the plot into a rough draft.

Divide a piece of cheap paper into frames and add in the dialogue. Mistakes are often made during sketching, so it's handy to have loose leaf or memo paper that you can easily throw away if you mess up.

This stage is where you decide on dialogue, frames, and composition. Manga is arranged with two-sheet spreads, so keep that in mind as you divide the frames up.

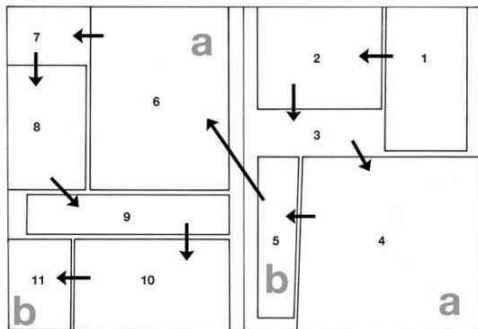
You'll want to say "I can't think up dialogue, divide frames, and plan the composition all at once!" (I know / do...).

First try writing it out like a movie or TV show script. That way, once you move on to doing the frames, you'll already have the dialogue and it should go a little easier.

As for the drawing part, there are some people who draw very detailed sketches, and some that do only detailed outlines.

About Frames

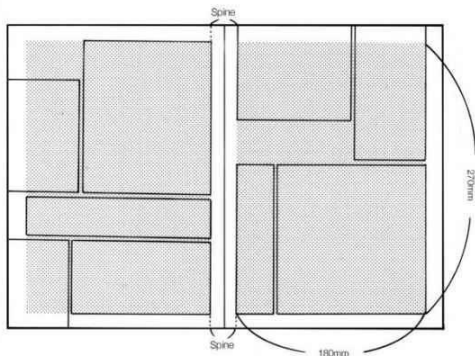
How to follow frames (in the case of Japanese publications)



From #1~#11, the frames are read from right to left, up to down.

- a: "visible frame" - particular pictures that you want to make a strong impression on the reader make up the "visible frames."
- b: "receding frame" - a small frame at the end of the page that leaves the reader wondering "What happens next?"

The average number of frames for a single page is 6.



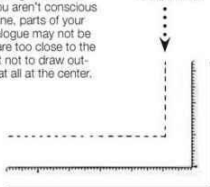
About Cut Offs

The "cut off" is a line that separates the area of a manga from the space that is 20 millimeters from the edges of the paper. Anything outside the cut off line has the possibility of being "cut off" when a manga is printed. In the example above, the shaded parts are within the cut off line and are guaranteed to be visible when printed. Manga manuscript paper is especially convenient because it has these lines drawn right on the paper already.

About the Spine

Books are held together at the center, so if you aren't conscious of the cut off line, parts of your pictures or dialogue may not be visible if they are too close to the spine. It's best not to draw outside the lines at all at the center.

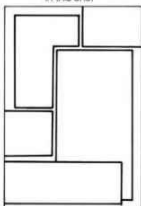
These guide lines will disappear during printing.



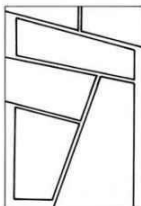


Frame Divisions You Shouldn't Do

It's hard to tell the order in this one.



Too many strange shapes.



Drawing too close to the spine.



About Speech Bubbles

Speech bubbles follow the same ordering rules as frames: up, down, right to left.

The dialogue is seen first.



The picture is seen first.



Always stick to the dialogue and frame order. If you have a problem with dialogue placement, it's better to just change the drawing itself.



(BAD EXAMPLE)



(GOOD EXAMPLE)

3. First Draft

Draw the first draft on manuscript paper while looking off of your sketches: It's okay to change your original design as you draw if you think of a better placement for the dialogue, or a more dramatic composition. If you're going to change any of the story content, however, you ought to start your drafts over from the beginning.

Some people draw very detailed drafts, and some don't. Just make sure that you add enough detail so that you won't have trouble inking later.

Using the frame division from page 99

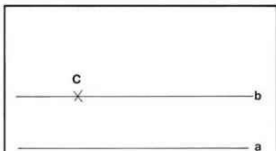


Draw the Background

The standard is to have one background per page. Any less and you won't be able to tell where the characters are; any more, and the page starts to feel cluttered.

Use the vanishing point technique on your backgrounds too.

- ☐ The vanishing point should be used in a "one-point perspective."



- Horizontal line (ground level)
- Eye level
- Vanishing point

Decide the factors for the three points above.

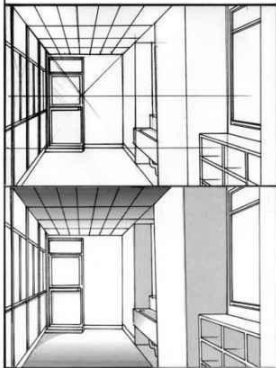
**Use them as the composition requires*

Draw the Outlines, Draw the Draft

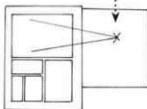
Any oblique lines should angle out from the vanishing point. In one-point perspective:

- ☐ Any horizontal lines should be parallel to the ground level.
- ☐ Any vertical lines should be perpendicular to the ground level.

(Any slanted objects or buildings are another matter)



Extension paper:

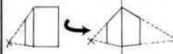


The vanishing point doesn't have to fit on the manuscript paper. When it's not, attach an extra piece of paper to the manuscript to help draw it. Clear tape is convenient for this.

○ Using Two Vanishing Points (Two-Point Perspective)



When not looking at a box from straight on, you can see some measure of depth, and there will be one extra point.



In two-point perspective, the line from the first point connects to a second. Just like in one-point perspective, the vertical line is perpendicular to the ground level.

○ Using Three Vanishing Points (Three-Point Perspective)





This is to depict height. If you look at a box from above or below, you can see three vanishing points. If you look from below, it will be connected from above, and vice-versa.



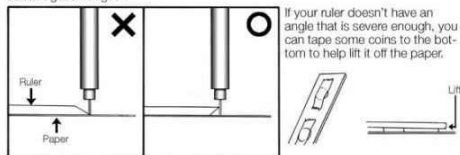
4. Inking

Pens for Drawing Frame Lines

| | |
|---|--|
|  | <p>Milli Pen</p> <p>A pen with a fixed thickness. The standard for drawing frame lines is a 0.8 Milli Pen, but it's okay to use whatever thickness fits your design and preference. Because the Milli Pens are so affordable, it's okay to use them on more than just outlines.</p> |
|  | <p>Karasuro</p> <p>This is a drafting tool, which can change line thickness depending on how you tighten the screw. It's a little harder to use with conventional ink than other pens, so it takes a lot of practice, and it's hard to get used to at first. Once you're used to it, though, it can create flawless lines.</p> |
|  | <p>Rotring</p> <p>Like the Milli Pen, it has a set thickness, and can easily create smooth lines. Also, the ink is replaceable, so you don't have to throw it out once it's used up. However, you can buy about ten Milli Pens for the price of one Rotring, and if you press too hard on the tip, it will clog up and become useless. Because it's so expensive, it's very upsetting when the pen gets ruined...</p> |

Rulers







Use your ruler as shown below, so that the ink from the aforementioned pens doesn't get smudged.



Pens with Nibs

Use pens with nibs for drawing characters. Ballpoint pens tend to rub off during the printing process, so they're not suited for it. You can't draw with a nib pen the same way you would with a normal pen, so it takes some practice. You use it by attaching the "pen nib" and the "pen handle" and applying ink.

The nib will tarnish if you get the oil from your skin on it, so keep a lighter or some tissue handy, and store it properly...but be sure not to scorch it!

| | | |
|---|---|--|
|  |  | <p>Round Pen</p> <p>Yaoi and shoujo manga artists tend to use this pen. It can make the most delicate lines, but can also make strong ones if needed. I myself mostly use this pen.</p> |
|  |  | <p>G Pen</p> <p>Thicker than a round pen, and able to make lines of varying thickness. Because it can make strong lines, a lot of shonen manga artists use this pen. There are some yaoi manga artists who use this pen for character outlines, also.</p> |
|  |  | <p>School Pen</p> <p>Slightly thicker than the round pen, slightly thinner than the G pen. Not many people use this pen because it draws lines of uniform width.</p> |

There are others, but I've introduced you to the main ones. The round pen uses a different handle than the other pens, so be careful of that.

Also, the life of a nib is about 5-10 pages; after that they're unable to continue drawing thin lines, so be sure to change often. There are some very tenacious people that change in between every frame.

What's left is...

- ☐ Ink
- ☐ Something to wash the pen nib in (like a cup you don't use).
- ☐ Tissue, or paper towels, to clean up any spilled ink and to wipe everything off when you're done.

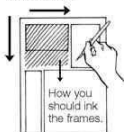
If you clean your pen nib with water from time to time, it will last longer.



Inking Order

You have to be careful when inking, so that you don't get your hand in fresh ink and smear it. You can correct that with white-out, of course, but it's such a waste of time.

A right-handed person should start inking in the upper left hand corner. If you don't like to get your hands dirty, you can always put down some tissue to keep them clean.



The example from page 102, in pen



5. Use Your Eraser

Once you've finished inking, erase the pencil lines from your first draft. Be sure that the ink is completely dry beforehand. You can use a hair dryer, you want. If it takes a long time to dry, it might mean your ink is old, so you'll probably want to replace it.

6. Finishing Touches

Adding Flat Colors



Different Kinds of Hair Coloring

Color the hair with a calligraphy pen.



Highlighted color



No highlights



Anime style



Long, highlighted hair

Add Tones

From flat colors to patterns, there are a lot of different ways to use screentones.



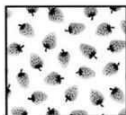
Shade (ami)



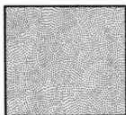
Gradation



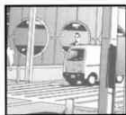
Sandy Texture



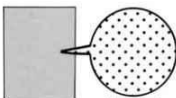
Patterned Tone



Scales



Photographic

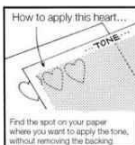


Magnified

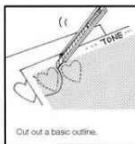
All screentones are really made up of dots. They're differentiated by the size and density of those dots.

Because tones have a set directionality to them, your finishing touches will look neater if you arrange them properly together.

How to Apply Tones



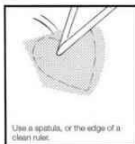
Find the spot on your paper where you want to apply the tone, without removing the backing.



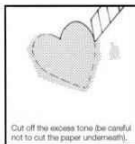
Cut out a basic outline.



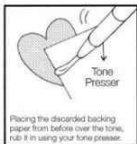
Take off the backing paper and press the tone onto the spot.



Use a spatula, or the edge of a clean ruler.



Cut off the excess tone (be careful not to cut the paper underneath).



Placing the discarded backing paper from before over the tone, rub it in using your tone presser.

○ About Choosing a Tone

| | | DOT SIZE | | | | | | | | | | |
|---------|-------|-------------|----|----|----|----|----|----|----|----|----|---|
| | | big → small | | | | | | | | | | |
| DENSITY | thin | 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | £ |
| | | 1 | 11 | 21 | 31 | 41 | 51 | 61 | 71 | 81 | 91 | £ |
| | | 2 | 12 | 22 | 32 | 42 | 52 | 62 | 72 | 82 | 92 | £ |
| | thick | 3 | 13 | 23 | 33 | 43 | 53 | 63 | 73 | 83 | 93 | £ |

The chart to the left shows the numbers of screen-tones. It's important to know what kind of tone you want in terms of dot size and density, so test yourself with this chart.

If you have absolutely no idea what to buy, try getting the ones circled on the chart to the left. They're some of the most widely used numbers, so I don't think they'll go to waste.



Afterwards, continue by getting gradient and sand-textured tones.

○ About Choosing Tones

The most widely used screen tone is #61. It's not too thick or thin, has a good density, and can be used for a variety of things, from shadows, to hair, to skin color.

Though used in the example shown here, the picture has been reduced, so it may look a little thinner than #61 actually is.

There are some cases in which thin, high density tones get distorted during printing, so watch out for that.

If you make a mistake, tones are easy to remove if you use a hair dryer on them.



Adding White-Out

Using poster-color white, you can increase the highlight in the eyes, or add more highlights in the hair. For this, you can use a thin brush instead of a white-out pen.



Before adding white-out



After adding white-out





Some Advanced Techniques

Combining Tones

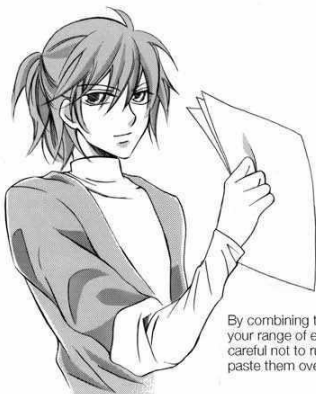
There's a way you can combine tones together. For example, if you combine two of the same tone...



In the case of screentones, if you offset the cover tone by just a little, the overlapping part becomes a denser shadow.



If you offset the tones by a lot, you'll get a different pattern entirely. This is called the "moiré effect" and is a bad example of how to combine tones.



#61 and a pattern tone



#61 and a sand tone



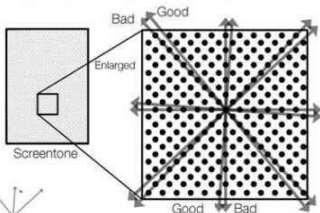
By combining tones, you can increase your range of expression, but be careful not to ruin the tones when you paste them over each other.

Shave Away Tones with a Cutter

This technique takes some patience, but it's very convenient once you've mastered it.

Directions you shouldn't cut in.

If you cut along the dots as they're lined up, it won't look right when you finish. Rotate these eight lines just slightly and then erase.

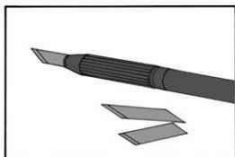


Turn this...

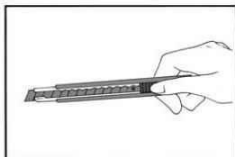


To this!

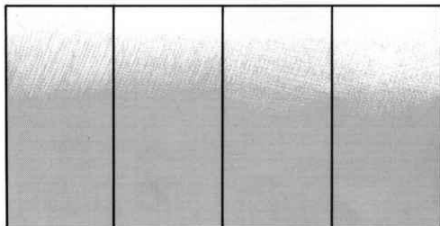
It's difficult at first because it requires very careful shaving. You have to practice...



Tone Cutter



If you're using a normal cutter, this is the best way to hold it to make shaving easier.



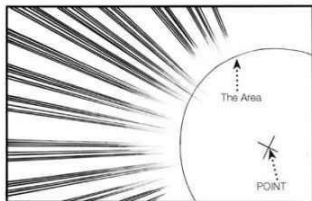
Shaved in one direction

Shaved in two directions

Shaved in three directions

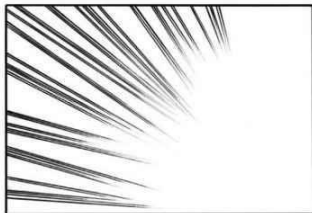
Shaved in four directions

Drawing Concentration Lines



Decide which area to emphasize by adding a point. Using that point as a focal point, draw lines inward using a pen. Go from thick to thin for the best look.

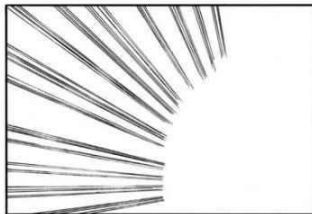
-Failed Examples-



These lines were drawn with an improperly positioned ruler.

Why it's bad

It doesn't look pretty.



These lines all have a uniform thickness.

Why it's bad

You don't get a feeling of energy from the lines.

How to Draw a Cover



Look at the two pictures above. Which composition do you think would make a better cover?

In Yaoi Manga:

- ☐ The two guys should be close together
- ☐ They should be facing each other

Not to say that B is the correct answer, but compared to A, B looks a lot more like a "yaoi manga" cover at first glance.

Some other things you can add to make a better cover:

- ☐ Depict the feeling of the story
- ☐ Show the characters' personalities
- ☐ Make eye contact

If it's a romantic comedy, give it a light feeling. If it's a serious story, make it chic. If people look at it and think "I want to read this!" then you've succeeded.

Because the cover is usually on the left page in manga, the spine allowance should be on the right.



How to Draw a Cover – 3 People

When working with a three-person composition, it's best to showcase their relationship.



For example...

Fighting over the same guy. The guy in the middle is trying to be neutral.

A tense triangle.

It gives you a more serious feeling of struggle than just fighting over one guy. This kind of composition is not very yaoi manga-like, so draw in some flowers to increase the aesthetic appeal.



Introduction to Other Types of Stories

Though it ought to have likeable characters and a developing story, for a yaoi manga there are no fundamental rules other than it should be about love between two guys. There are a lot of variations aside from the standard cute uke/cool seme norm.

The Younger Seme: "Lower Slays Higher" Couple

Could be someone younger, or an employee, or just "lower in rank in some company-like group." The appeal of the "lower slays higher" couple is the feeling of "but I'm supposed to be above you!"



The Pathetic Seme (The Hopeless Seme)

Some enjoy a seme who is always weak and hopeless, but becomes strong when the time calls for it. He adores the uke from the shadows until he has the courage to confess his feelings.



The "Old Man Uke" who breaks the convention of young boy ukes.

(We say "old man," but what we really mean is a man in his late 30's-early 40's)

The best example of this aesthetic is the drifting "old man" who has tasted all of the sweet and sour experiences of life, but has had trouble entering into a love between men. He is baffled by the advances of the seme. If the seme is lower in status than him, it becomes a "lower slays higher" couple.





The uke is especially young (*shota*).

If a short, young-looking boy is the uke, it's called "*shota*." Because it can look so much like a young girl at first glance, there are even some men who end up reading the very extreme *shota*...



About References

There are very few artists who can draw everything based on their imagination alone. If you find yourself thinking "I want to draw something like this, but how can I do that?" then it's time to gather reference materials. It's okay to use magazine pictures as references for backgrounds, but if you copy it to your composition just as you see it, that becomes a violation of the artist's rights.

The best way is to take your own photos, so start with collecting pictures from around your own area.



About Presenting

Now that you've drawn your manga/illustration, you probably want to show it to someone.

- ☐ Show it to your friends
- ☐ Put it on a home page

These are some ways you can display your work on your own. It's not quite the same as showing it onto people, and besides, the more you draw the better you'll get.

It may even be a good idea to make several copies of your manuscript and sell them on your home page.

When I was first starting, I would draw out my manga in pencil on note paper, and copy it for my friends like a weekly diary.

GENERAL COMMENTS

If you've never drawn a manga before, you may find some of the things in this section rather confusing. Especially when it comes to tools, there are probably some of you thinking "Do I really need this?" But the truth is, manga is fundamentally difficult.

Even for a professional artist, it is very difficult to draw a 16 page manga from start to finish in a week, by themselves (though *Dragonball's* Mr. Toriyama is famous for drawing at that pace without any assistants...).

You'll often feel that you can't draw up to your own expectations. It's hard to polish your drawings and story so that readers will like it. If you want to be a professional, you have to be prepared for frustration and disappointment. I'll say it again; manga is hard. But it's that difficulty that makes the sense of accomplishment so great!

As for the tools and techniques, these are only examples. What matters most is your own will and perseverance.

- ☐ "I love yaoi manga so much, I have to draw it!"
- ☐ "I can't relax unless I'm drawing!"
- ☐ "I want to read this kind of manga, but no one writes it!"

The people who cling to that kind of passion are the ones who will do well!

It hasn't even been 10 years since I started doing yaoi manga. If you're reading this book, it means that you've already got the will, so by all means start practicing.

"Draw Carefully"

What I mean is to draw each line carefully, taking care not to overpower the picture. This kind of dedication is the only way to increase the appeal of your work, and get picture after picture to sell.

As a last reference for you artists, a 24-32 page manga should ideally take you 1-3 months to finish (depending on your school or work schedule). It may seem as if you don't be able to finish in two months if you're being that careful with your drawings, but keep in mind as you draw that "drawing carefully" and "finish soon" are equally important. If you take too much time, you may lose interest in your work, so it's a bad idea to take too long.

...I may come off as a bit of a know-it-all, but the truth is that there is still a lot I can't do. Let's work hard, together.

Deeper Into the World of Yaoi



Chapter 6

Introduction to Events

In Japan, there are open events where artists can come to buy and sell different works.

These events come in a variety of types and sizes. Among them, the best and largest has to be "Comic Market" (shortened to "*Comike*").

Comike is held at the Tokyo International Convention Center (the "Tokyo Big Site") twice a year, and admission is free—unless you're there to sell.

While sellers and buyers are both considered "participants" at the event, the groups that come to sell their self-published works, or "*doujinshi*," are also known as "Circles" and have to pay a fee to the convention. *Doujinshi* are made with the artist's own money, and are more expensive than something put out by a publishing company.

Lately *Comike* has become famous enough that a large number of foreigners have been coming, and special tours are even held. There are a lot of people familiar with this event.

Of the people that rent booths for the purpose of selling their *doujinshi*, the line between amateur and professional is blurred, and you can find a wide variety of books and artists there.

Here's an introduction to the event:

COMIC MARKET HOME PAGE:

[HTTP://WWW.COMIKET.CO.JP/](http://www.comiket.co.jp/)

Yaoi doujinshi is separated into two genres:

- ☐ *Doujinshi* based on pre-existing works
- ☐ Completely original *doujinshi*

These two are often sold on different days, so those with both will participate on both.

Comike may seem like a dream, with so many beautiful works available to you and no admission charge, but it's also something of a battle...

First of all, it's tough just getting in.

People come from all over for the event, and start lining up very early in the morning.

Why line up?

Because everyone wants to get works from their favorite artists before they sell out. Especially if it's your first time going, it would be a waste to go all the way there only to have the book you really want sold out shortly after the doors open.



If you're going to Comike...

You can wear anything you're used to walking around in outside, but if possible, have:

- ☐ Easy walking shoes
- ☐ Clothes that are easy to move in
- ☐ Warm clothes for winter, cool for summer
- ☐ A large, light-weight bag

These are my recommendations:

Especially in the summer, there may be some times where you'll be out under the burning sun for hours, so it's best to bring a hat. Sun umbrellas aren't allowed because it's usually so crowded, so if you bring one, be careful of where you use it. Don't forget to bring a supply of bottled water, and be careful with your valuables.

Lastly... the girls bathroom is usually very crowded, so better to go beforehand, even if you don't really feel like you have to!



IT'S GOOD TO KEEP
SOME WET WIPES WITH
YOU IN THE
SUMMER...

IN THE
WINTER, I BRING
A POCKET
HEATER!







Where to Buy Yaoi

It used to be that you could only get *doujinshi* at Comike and various other events, but lately there are a growing number of stores that carry *doujinshi* and commercial yaoi, along with games and used books.

Because the shop acts as an intermediary, the books are a little more expensive than what you'd find at an event, and some Circles won't sell in stores. The good thing about it, though, is that you can go whenever you like and buy the books from a normal shop.

In Ikebukuro, Tokyo, there is a more traditional yaoi event called "J. Garden," where only original yaoi is accepted. It's smaller compared to Comike and cosplay isn't allowed, but it's easy to attend. J. Garden is held twice a year, and there are other stores with yaoi merchandise throughout Ikebukuro.

(SUNDAY) MANGA NO MORI (MANGA FOREST), Ikebukuro SHOP

<<http://www.manganomori.net>>

Open: Year round, 10:00 AM ~ 10:00 PM

Sells: New, commercialized manga

Tokyo, Toshima Prefecture, East Ikebukuro 1-28-1 Dakuto T - O Building, First Floor

(MONDAY) COMIC TORANOANA, Ikebukuro SHOP

<http://www.toranoana.jp/shop/shop_bukuro.html>

Open: Year round (Monday-Saturday: 10:00 AM ~ 10:30 PM) (Sunday/Holidays: 10:00 AM ~ 10:00 PM)

Sells: New, commercialized manga, *doujinshi*, used *doujinshi*

Tokyo, Toshima Prefecture, East Ikebukuro 1-13-4

(TUESDAY) MANDARAKE, Ikebukuro SHOP

<http://www.mandarake.co.jp/shop/index_bkr.shtml>

Open: 11:00 AM ~ 8:00 PM

Sells: New, commercialized manga, *doujinshi*, used *doujinshi*

Tokyo, Toshima Prefecture, East Ikebukuro, 3-15-2 Lion's Mansion Ikebukuro, Floor B1

(WEDNESDAY) ANIMATE, Ikebukuro BOOK STORE

<<http://www.animate.co.jp/animate/map/east/ikebukuro/ikebukuro.html>>

Open: 10:00 AM ~ 8:00 PM year round (except New Years)

Sells: New commercialized manga, *doujinshi*, related goods

Tokyo, Toshima Prefecture, East Ikebukuro 3-2-1

(THURSDAY) LASHINBANG, Ikebukuro SHOP

<<http://www.lashinbang.com/cont/ikebukuro/ikebukuro.html>>

Open: Year round (except New Years) 11:00 AM ~ 8:00 PM

Sells: New commercialized manga, *doujinshi*, used *doujinshi*, related goods

Tokyo, Toshima Prefecture, East Ikebukuro 3-2-4, Tomonaga Building, Floors 1-2

(FRIDAY) K-BOOKS Ikebukuro COMIC STORE

<<http://www.k-books.co.jp/tenpo/comic/comic.html>>

Open: 11:00 AM ~ 8:00 PM, year round (except New Years and inventory days)

Sells: New commercialized manga, *doujinshi*, used *doujinshi*

Tokyo, Toshima Prefecture, East Ikebukuro 3-12-12



The World of Yaoi on the Internet

Let's look for yaoi information on the web.

It's a convenient way to look up information on manga and drawing tools before you go out to buy them. It's also very handy when buying manuscript paper and tones together.

You can get information on events, create your own yaoi site, add color to your manga, and more. Lately, some *doujinshi* artists have been using computers to apply tones to their work.

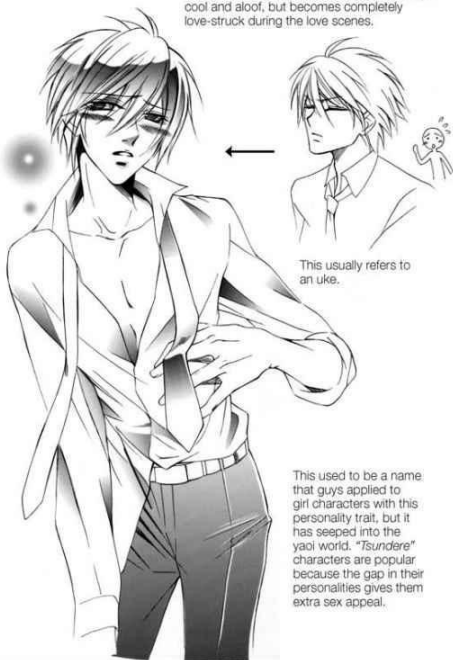
Computers and the internet are very convenient tools for any otaku.



Yaoi words you don't have to know— but would be more fun if you did know them:

Tsundere

"Hot-Cold." A character who is almost always cool and aloof, but becomes completely love-struck during the love scenes.



This usually refers to an uke.

This used to be a name that guys applied to girl characters with this personality trait, but it has seeped into the yaoi world. "Tsundere" characters are popular because the gap in their personalities gives them extra sex appeal.



Cat Ears

Or "Cat-Boy." Refers to characters with cat ears. There are some cases with bunny or dog ears instead.

There's only one real reason why they're used: "because it's cute." It's quite similar to the bunny girl.



This is more of a general otaku term than a yaoi term.

June

Originally comes from the French author Jean Genet, but is also strongly derived from the first Yaoi magazine in Japan, "June." Though synonymous with the word "yaoi," the "June" image is more antique and aesthetic. The shonen-ai themed manga "Song of the Wind and Trees" by Keiko Takemiya is a June concept.

801

When you write "801," it can be read as "yaoi."

8 – comes from "ya" in the Japanese number "8," when read as *yattsu*.

0 – comes from the roman letter "O."

1 – comes from the "1" in the Japanese number for "1," *ichi*.

It can be thought of as shorthand, or a code word for yaoi.

The June image...



NOW, YAOI IS...

Yaoi used to be about shiny, beautiful men who looked good in frills falling in love, but now that has been overthrown in favor of many genres divided by personal taste. A love between two muscular, older men used to be unthinkable, but now it has become a common theme.

It's not easy to leave yaoi once you've gotten into it.

As new people start to like yaoi, the yaoi fan population continues to grow. And as the population grows, more subgroups get divided up, and new genres begin to appear.

Of course, there are some characters loved by thousands of people that can be considered "universal yaoi characters," but as time changes, so too does that image evolve.

For a long time, female yaoi fans were different from male otaku. There was a strong insistence that "yaoi should be enjoyed quietly, not to be shared with other people," and so even as the yaoi fan population grew, it still existed in a shadowed area of fandom. However, in the past 15 years, things have changed: commercialized magazines, comics, and books are lining the shelves of everyday book stores, forcing recognition from the rest of the world.

The narrow gate to the yaoi world has changed, so now anyone can happily and easily knock on that door. This, more than anything, has helped the yaoi fan population to grow.

It's not an exaggeration to say that yaoi is exerting a powerful influence over not only manga and novels, but games, CD dramas (voiced by male voice actors), toys, and other goods.

But of course, there are still people who hate that it is being accepted. Whether this comes from a feeling of embarrassment that such a thing is more open, or that the word "yaoi" itself is being used too lightly, I don't know, but one thing is certain: the meaning of "yaoi" is changing in Japan. People know the word "yaoi," but in Japan, the term "BL" is becoming more popular. Taken from the words "boys love," it seems that people use it more often as a yaoi "codeword" because it gives a lighter, more playful impression (it has been said that yaoi publisher Biblos was responsible for this).

It's likely that this word, too, will change with the times, just like yaoi. However, though it may look or sound different, the basic spirit behind "yaoi" is likely to continue on much as it always has.

Botan Yamada's Profile

A genuine Japanese woman. She makes a living through manga and illustration, and sometimes works on games as well. Her portfolio is a showcase of her talent.

As you can see, her style of drawing conveys a deep sense of beauty and uniqueness, and loveable characters are staples of her work. When asked what her favorite type of character was, she said: "Let's see. I really like a mischievous uke." Lately, she's been helping to draw covers for short stories released in North America. Even now she is becoming more popular as a young, world famous artist. She is currently living in Osaka.



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